

---

# Work Term 2

Career Development Report

APSC 210

University of British Columbia

---

Muchen He

Associate Developer, BioWare Edmonton

44638154

June 24, 2018

# Contents

<b>0</b>	<b>Introduction</b>	<b>1</b>
0.1	Outline . . . . .	1
0.2	Scope . . . . .	1
0.3	Industry . . . . .	1
0.4	Company . . . . .	1
<b>1</b>	<b>Work Term Industry</b>	<b>1</b>
<b>2</b>	<b>Obtained Skills</b>	<b>2</b>
<b>3</b>	<b>Desired Future Industry</b>	<b>2</b>
<b>4</b>	<b>Transferable Skills</b>	<b>2</b>
	<b>Conclusion</b>	<b>2</b>

## List of Figures

## List of Tables

## 0 Introduction

BioWare, founded in 1995, is a video game studio based in Edmonton, AB. Now it is a division of Electronic Arts (EA). The studio is infamous for its story-driven games with rich, branched quests including franchises such as Mass Effect and Dragon Age [1] [2] [?].

==Game description== The game we are working on is called Anthem .

==Co-op position description==

This section introduces the industry sector where I am currently working and any future industry sector(s) I wish to work within.

This section also outlines the subject and purpose of the report (states briefly why the report is written and what it is intended to achieve). As well as the scope (breadth and limitations of the treatment of the subject). And the plan of development (outlines the company and its mandate, the division, if applicable, and your position within the company).

### 0.1 Outline

This report serves to probe the progression of career development. This report is written with intent to achieve helping us gauge our current desired career path by reviewing the skills obtained throughout the work term, as well as future desired skills that would be necessary for future careers.

The report is broken down into four parts to help us understand what is it we need to proceed in our career development: industry in current work term, current skills being obtained, desired future industry, and transferable skills that might aid us reaching there.

*Work Term Industry* (section 1) provides insight the industry with which we are currently working and competing in. This section outlines the company's position and its competitions in the gaming and or online entertainment and content delivery industry.

### 0.2 Scope

### 0.3 Industry

### 0.4 Company

## 1 Work Term Industry

One competitor in the industry, Rockstar, and their most recent products Grand Theft Auto V (GTA 5) has become the most profitable product in the industry [5]. With a total revenue of \$6 billion, it has made "more money than any film, book, or game".

## 2 Obtained Skills

## 3 Desired Future Industry

## 4 Transferable Skills

## Conclusion

## References

- [1] BioWare — Rich Stories, Unforgettable Characters, And Vast Worlds. (2018). Retrieved May 23, 2018, from <http://www.bioware.com/en/>
- [2] BioWare. (2018, May 23). Retrieved May 23, 2018, from <https://en.wikipedia.org/wiki/BioWare>
- [3] List of BioWare video games. (2018, May 22). Retrieved May 23, 2018, from [https://en.wikipedia.org/wiki/List\\_of\\_BioWare\\_video\\_games](https://en.wikipedia.org/wiki/List_of_BioWare_video_games)
- [4] Nunneley, S. (2018, May 8). Battlefield 5 will feature "unique battles" and new challenges, Anthem to be designed around player input. VG247. Retrieved May 8, 2018, from <https://www.vg247.com/2018/05/08/battlefield-5-unique-battles-challenges-anthem/>
- [5] Arif, S. (2018, April 9). GTA 5 Has Made More Money Than Any Film, Book, or Game, Says Analyst. Retrieved May 10, 2018, from <http://ca.ign.com/articles/2018/04/09/gta-5-has-made-more-money-than-any-film-book-or-game-says-analyst>